Bao-Jhih Shao

Houston, TX, USA

Portfolio: https://chrisbj4.com/
Github: https://github.com/bjchris32

Technical Skills

- Programming Languages: Ruby, Golang, Javascript, Python
- Backend Frameworks: Ruby on Rails, GraphQL, NodeJS, Sidekiq, Redis, ElasticSearch
- Frontend Frameworks: NextJS, ReactJS, AngularJS, JQuery, Ajax
- Databases: MongoDB, MySQL, DynamoDB
- Cloud management &Tools: AWS(S3, Lambda, Cloudwatch), Docker, Kubernetes, Terraform
- Related Courses: Artificial Intelligence, Machine Learning for Signal Processing

Work History

UTHealth Houston, TX, US
Scientific Programmer *Apr. 2024 - present*
- Integrated with Ruby on Rails comment and reply module within the award funding review system

Snapsheet Chicago, IL, US
Software Engineer Intern *May. 2023 - Aug. 2023*
- Implemented Ruby on Rails and React project to enhance training team efficiency
- Streamlined diverse data preparation with Sidekiq to enhance internal user experience

Shopline Taipei, Taiwan
Software Engineer *Jul. 2018 - Jul. 2022*
- Improved server performance in product category page(>10k rps) with Flame Graph and enhanced it by more than 66% using memoization technics when loading data in server
- Decoupled checkout process, accelerating the order checkout system by 30% with Sidekiq
- Increased maintainability in 3rd party payments with AWS Lambda for at least 100k DAU
- Integrated FaceBookAPI in image system and promoted 10k clients to upgrade subscription

Otto Software Partner Taipei, Taiwan
Programmer *Aug. 2016 - Apr. 2018*
- Integrated Jenkins into development flow to propelled the test coverage increase by 10%
- Acquired test-driven development skills using minitest and boost development efficiency
- Mentored three colleagues to onboard in daily e-commerce development process

Education

University of Illinois at Urbana-Champaign Illinois Champaign, Illinois
Master of Computer Science *Aug.2022 - Dec 2023*

National Chung Hsing University Taichung City, Taiwan
Bachelor of Computer Science and Engineering *Aug. 2012 - Jun. 2016*

Class Projects

Artificial Intelligence
- Simulated maze game with A star search algorithm and PyChess game with minmax search algorithm
- Fulfilled part of speech tagging using Hidden Markov Model(HMM) based on Verterbi algorithm

Audio Computing Laboratory
- Implemented machine learning techniques on audio/speech restoration and recognition with Python
- Identified music pieces with music retrieval model based on Shazam music recognition algorithm